NES-WD-USA

Instruction Manual

TRADEWEST

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Nintendo for play on the

Nintendo
ENTERTAINMENT
SYSTEM®

NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM
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Thank you for purchasing Tradewest's DOUBLE DRAGON for your Nintendo Entertainment System. For maximum enjoyment, please read this Instruction Manual thoroughly before playing.

Precautions

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Always turn the power off before inserting or removing the cassette from the Nintendo Entertainment System.

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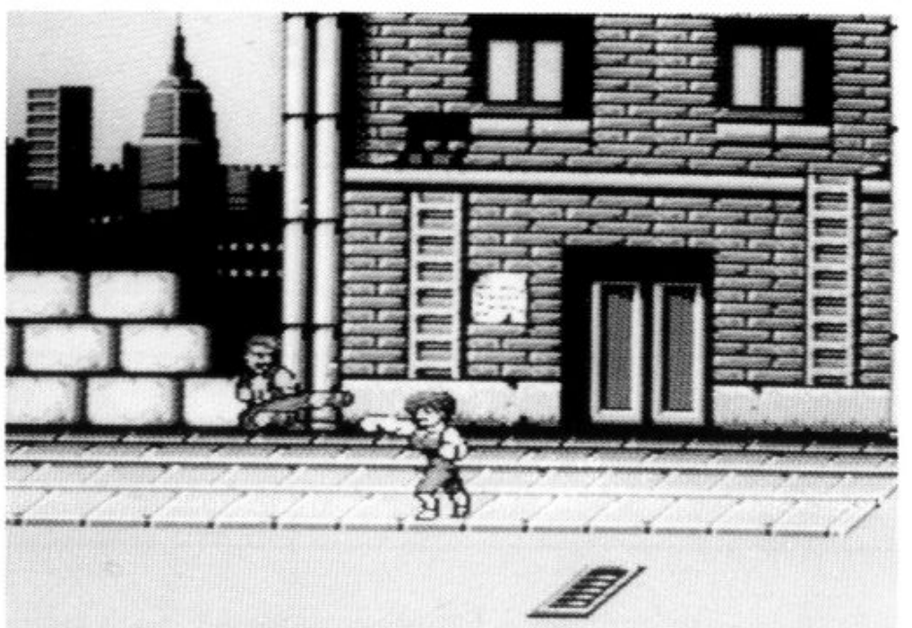
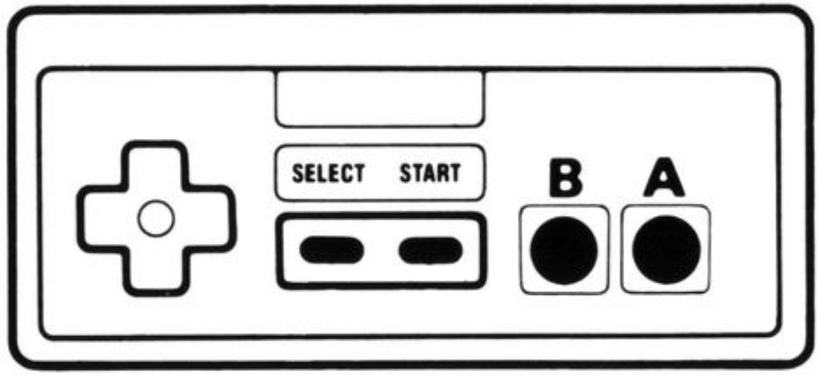
The Double Dragon Story

Double Dragon is the story of Billy and Jimmy Lee, twin brothers who learned to fight on the cold, tough streets of the city. Their expert knowledge of the martial arts, combined with their street-smarts, has made them both formidable fighting machines.

But now Billy is faced with his greatest challenge: his girlfriend, Marian, has been kidnapped by the Black Warriors, the savage street gang of the mysterious Shadow Boss! Using whatever weapons come to hand – knives, whips, bats, rocks, oil drums, even dynamite – Billy must pursue the gang through the slums, factories, and wooded outskirts of the city to reach the hideout for his final confrontation with the Shadow Boss . . . his brother Jimmy!



Controlling the Action



Control Pad: Has eight different maneuvers. Press to the right or left twice to use a Head Butt against your enemies.

Select button: Press to choose between two game modes. In one-player mode, you play against the computer. In two-player mode, you challenge another player.

Start button: Press when you are ready to play.

A button: Press to punch. Punch in the direction of your opponent.

B button: Press to kick. Kick in the direction of your opponent.

A button + B button: Press **A** and **B** simultaneously to jump.

The techniques explained above can be used in Level 1. More advanced techniques are available in higher levels.

Attacking the Enemy

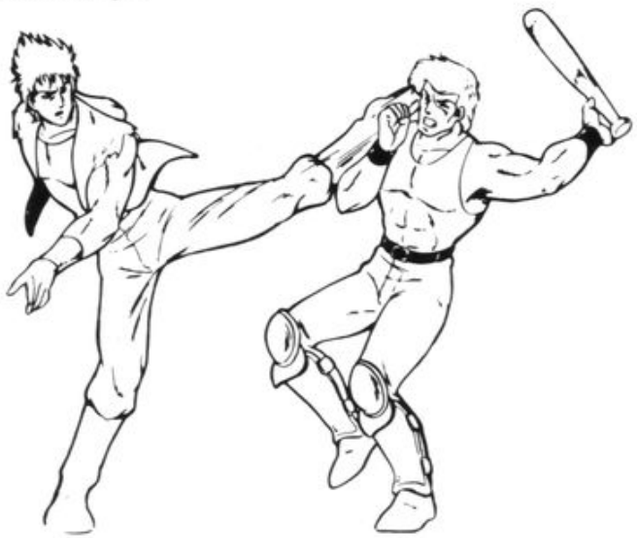
Punch: Press the **A** button. Punch in the direction of your opponent.

Kick: Press the **B** button. Kick in the direction of your opponent.

Head Butt: Press the **Control Pad** left or right twice.

Jump Kick: Press the **A** and **B** buttons simultaneously. For a diagonal Jump Kick, press the **Control Pad** diagonally.

Uppercut: Press the **A** button when the enemy is squatting.



Low Kick: Press the **B** button when the enemy is squatting.

Hair-Pull Kick: When the enemy is squatting, approach and pull his hair and press the **B** button.

Over-Shoulder Throw: Pull the enemy's hair and press the **A** button.

Spin Kick: Press the **Control Pad** twice while facing the enemy.

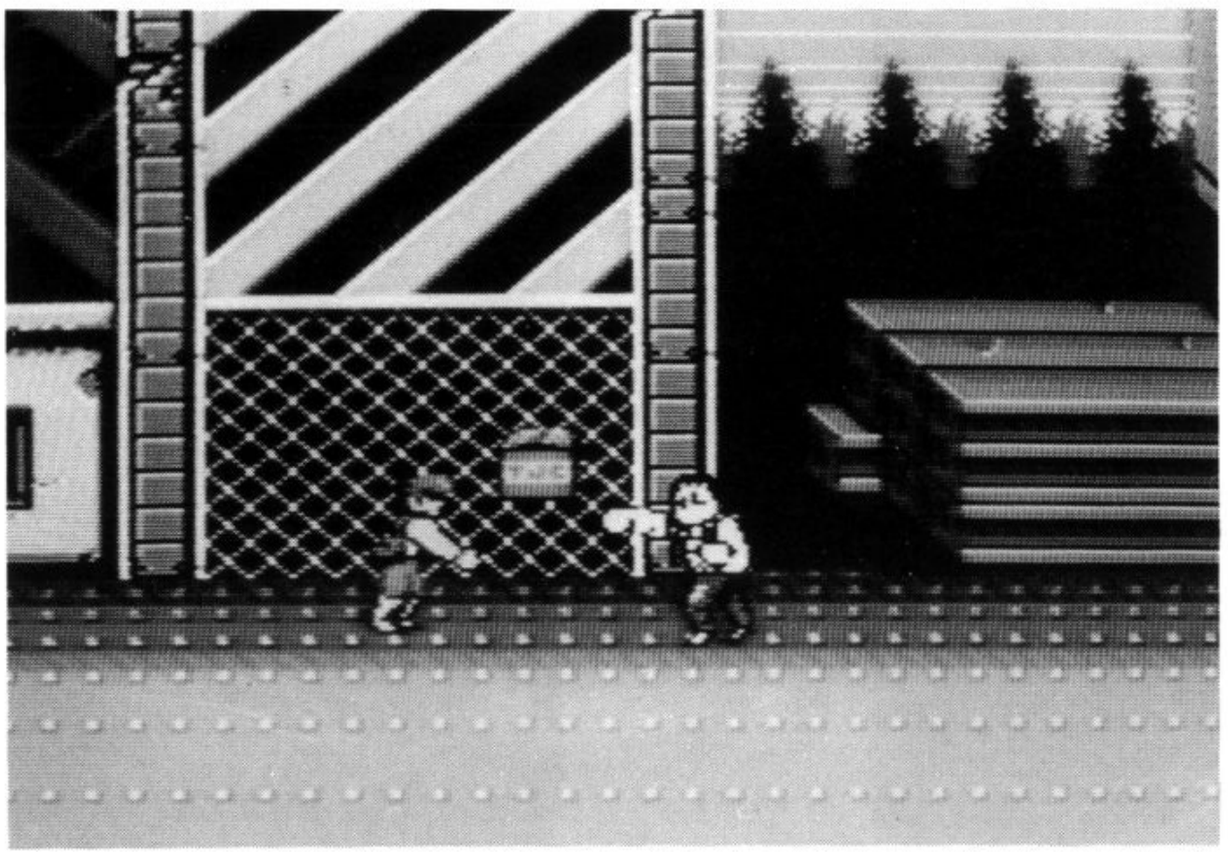
Pin Attack: Approach when the enemy is down. Press the **Control Pad** down and land on the enemy. Press the **A** button.

Elbow Punch: Press the **Control Pad** to the left twice when the enemy is approaching from the left. Press the **Control Pad** to the right twice when the enemy is on the right side.

Technical Levels

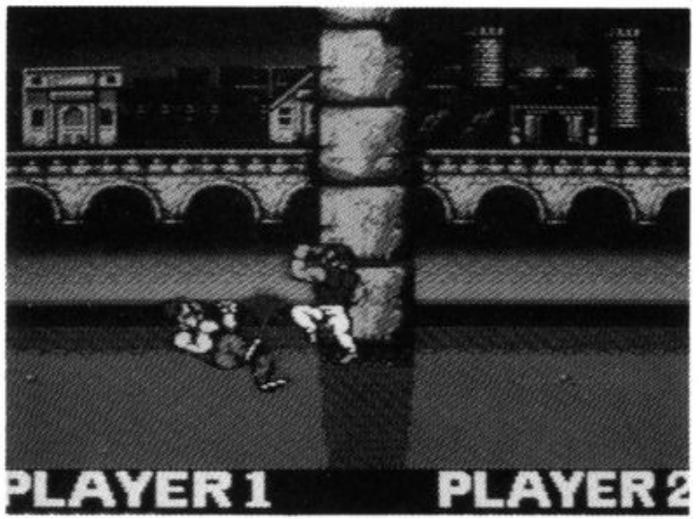
Double Dragon has 7 levels of technical skill. Every game starts at Level 1. At each additional level, you learn more fighting techniques.

Indicator: When your score reaches over 999, a ♡ mark will appear and you will go up 1 level.

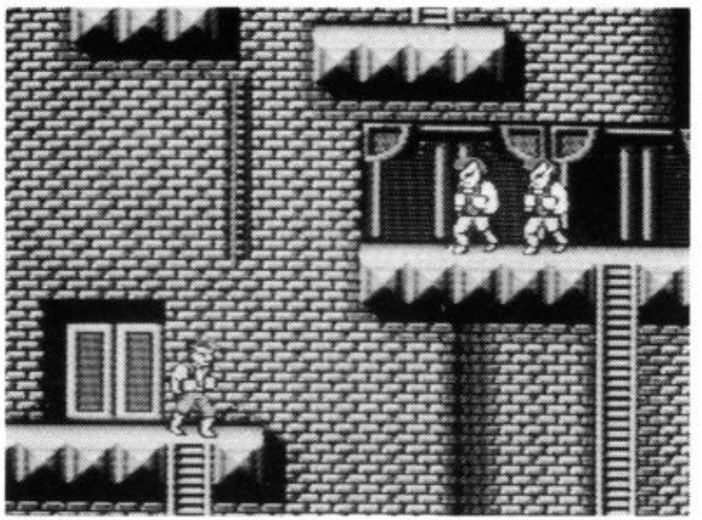


Game Stages

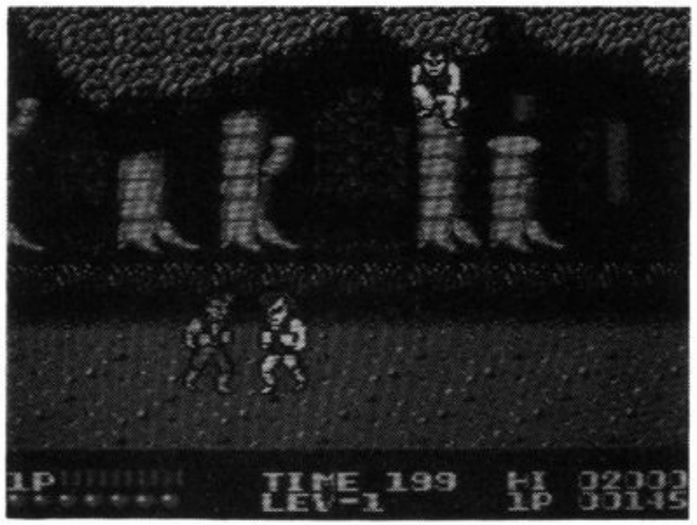
The action in Double Dragon takes place in 4 different stages, or scenes: the City Slum, the Industrial Area, the Forest, and the Hideout of the Boss.



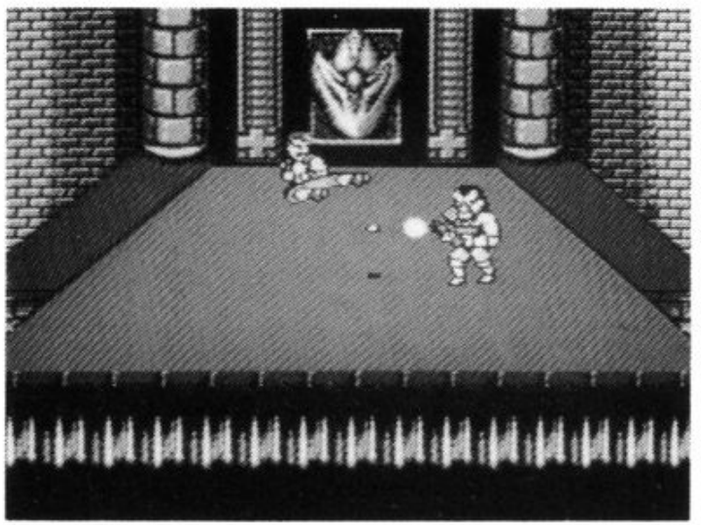
City Slum



Industrial Area



Forest



Hideout of the Boss

Cast of Characters

Billy Lee: Height 5'10", Weight 165 lbs. The hero of our story, he began his Kung Fu training at age 12 and became a Kung Fu-Sosaiken Master at 20.

Jimmy Lee: Height 5'10", weight 170 lbs. Billy's twin brother, he is secretly the Shadow Boss, mysterious leader of the Black Warriors.

Lopar: Height 5'8", weight 175 lbs. Has a nasty right and left punch; likes to throw oil drums.

Abobo: Height 6'3", weight 260 lbs. The Middle Boss; likes to throw bombs and slap people around.

Williams: Height 5′8″, weight 167 lbs. Has a strong jump kick; very handy with a knife or a bat.

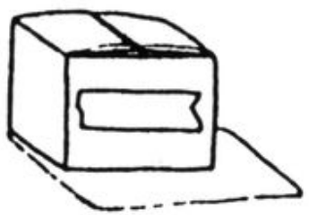
Linda: Height 5′4″, weight 114 lbs. Watch out for her right or left punch; she also wields a mean whip.

Chintai: Height 5′6″, weight 152 lbs. A Karate Master.

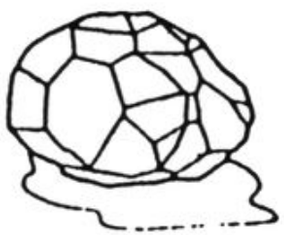
Willy: Height 6′, weight 205 lbs. The Big Boss. Armed with a machine gun, and not afraid to use it.

Your Weapons

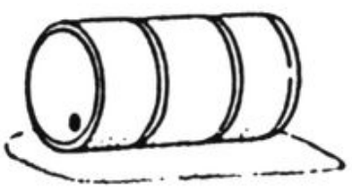
To pick up or throw a box, rock, oil drum, dynamite stick, or knife, press **A** button.
To swing the bat or crack the whip, press **A** button.



Box



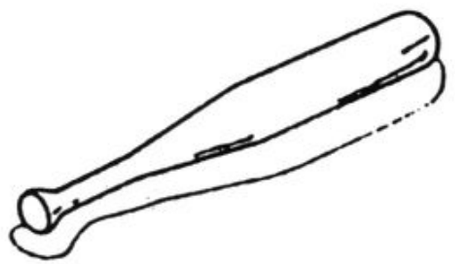
Rock



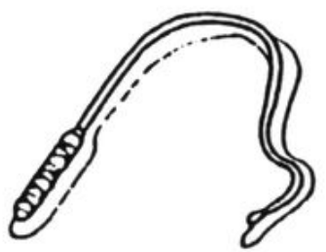
Oil Drum

Dynamite

Knife



Bat



Whip

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

Limited Warranty

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